# **APPENDIX I**

#### SAMPLE CONTENT (REPERTOIRE/LITERATURE) GUIDELINES

Guidelines for selecting stimulus materials for instructional exercises in dance, music, theatre and the visual arts are presented on pages 297 – 300. These guidelines were published by the Council of Chief State School Officers (CCSSO) in 1994 in *Arts Education Assessment and Exercise Specifications*. The CCSSO document targeted the 1996 National Assessment of Educational Progress (NAEP) in arts education.

# **Guidelines For Selecting Stimulus Materials For Dance Exercises**

	Grade 4	Grade 8	Grade 12
	30%	40%	30%
Vernacular Dance	Include the following American dance forms:	Include the following movement forms from popular culture:	Include the following movement forms from popular culture:
	<ul><li>Folk</li><li>Square</li></ul>	• Jazz	• Jazz
		<ul><li>Tap</li><li>Popular</li></ul>	<ul><li>Tap</li><li>Popular</li></ul>
		Musical Theatre	Music Video     Musical Theatre
	40%	30%	40%
Western Theatrical Dance	Creative Movement     Creative Dance	Creative Movement     Creative Dance	Include Western theatrical dance forms from the following historical and stylistic periods:
	;		<ul> <li>Pre-Classic through         Contemporary</li> <li>First half of 20th         century<sup>1</sup></li> </ul>
			Second half of 20th century <sup>2</sup> Post 1960s Modern Dance
	30%	30%	30%
Dance Outside the Western Tradition	Include popular and theatrical classical dance forms from:	Include popular and theatrical classical dance forms from:	Include popular and theatrical classical dance forms from:
	Asia     Africa     Caribbean     Latin America	Asia     Africa     Caribbean     Latin America	Asia     Africa     Caribbean     Latin America
	Middle East	Middle East	Middle East

Refer to Pre-Classic Dance Forms, by Louis Horst, for a complete listing of Western theatrical dance forms from the Pre-Classic period.

# **Guidelines For Selecting Stimulus Materials For Music Exercises**

	Grade 4	Grade 8	Grade 12
Western	25%	40%	40%
Art Music (By Style Periods)	Baroque	Renaissance	Medieval
(by Style I ellous)	through Contemporary	through Contemporary	through Contemporary
American Folk and Popular Music	• Traditional songs (e.g., work songs, spirituals, game songs, rounds, 19th century popular songs, ballads) • Instrumental music (e.g., dance tunes, ragtime, Dixieland, jazz) • Contemporary pop (e.g., rock, top 100, Latin American, soul)	35%  Include Grade 4 categories, and add:  • blues • gospel • jazz • country • Broadway musicals	35%  Include Grade 8 categories, and add:  • hybrid or fusion rock • historical songs (Civil War, Great Depression • reggae • jazz standards and various jazz subcategories (bebop, boogie-woogie)
	25%	25%	25%
	• Native American Indian	Include Grade 4 categories, and add:	Include Grade 8 categories, and add :
Music Outside the Western Tradition	Sub-Sahara African     Latin American	greater country-specific content (e.g., drumming from Ghana, calypso	greater country-specific content (e.g., classical Indian sitar, Indonesian
	• Asian	songs from various Caribbean islands, koto playing from Japan)	gamelan, world-beat influence on popular music)

## **Guidelines For Selecting Stimulus Materials For Theatre Exercises**

	Grade 4	Grade 8	Grade 12
	10%	30%	40%
Theatre	Dramatic Literature     Children's Plays	<ul> <li>Rituals     Native American     African     Other Cultures</li> <li>Shakespeare</li> <li>Comedy</li> <li>American Musical</li> <li>Serious Drama</li> </ul>	Draw from Grade 8 categories, and add:  Epic Theatre Spanish Golden Age U.S. Latino African American Asian American Tragedy (Greek) Absurd 20th Century American and World Drama
	40%	25%	15%
Literature	<ul><li>Fairy tales</li><li>Folk tales</li><li>Children's Literature</li><li>Poetry</li></ul>	Draw from Grade 4 categories, and add:  • 19th Century American and European • Modern • World African, Asian Latin American	Draw from Grade 8 categories
	10%	20%	25%
Film and Television	Television Film	Draw from Grade 4 categories, and add:  Social realism Special effects	Draw from Grade 8 categories, and add:  Documentary Experimental Foreign films
	40%	25%	• Foreign films 20%
Other	<ul> <li>Visual arts</li> <li>Music</li> <li>Dance</li> <li>Historical and current events</li> <li>Artifacts</li> </ul>	Draw from Grade 4 categories, and add:  • Anthropology	Draw from Grade 8

Visual arts, music or dance: a piece of visual art, music or dance to serve as a prompt for creating an improvisation

Experimental: e.g., MTV

Foreign films: e.g., 400 Blows, Dreams, Red Balloon
Anthropology: rituals or customs from various cultures

Historical and current events: a depiction of an historical event or a newspaper or magazine clipping of a current event to serve as a prompt for creating an improvisation

Artifacts: e.g., simple tools like an egg beater, a bone, a letter, etc.

## **Guidelines For Selecting Stimulus Materials For Visual Arts Exercises**

The categories for stimulus materials are meant to provide a broad view of visual art from a historical as well as geographic perspective. It will be important to select images and examples that are appropriate to the grade level. Color print reproductions or three-dimensional reproductions of works of art/design need to reflect the diversity of art styles, periods and cultures, as well as representation of fine and folk or craft traditions.

Geographic Regions/Cultural Groups	Percent of tasks developed	
African	15%	
Asian Near/Middle East	10%	
Far East	10%	
Australian/Pacific	10%	
European	20%	
North America	20%	
South America	15%	
Time Periods (Global Scope)	Percent of tasks developed	
pre-13th century	20%	
13th - 14th centuries	10%	
15th - 16th centuries	10%	
17th - 18th centuries	15%	
19th century	15%	
20th century: 1900-1950	15%	
20th century: 1950-present	15%	

#### Media/Processes Guidelines

Because of the nature of the creative process and the flexible quality of media, it is artificial to list specific media and processes according to grade level. Experienced, trained art and design specialists who develop the exercises can suggest appropriate exercise-specific materials.

- A wide range and variety of media and processes should be available including: two-and-three-dimensional, time and space, wet/dry, direct/indirect, traditional/high tech.
- Media and process choices should reflect those likely to be found in most school environments (media such as pencil, charcoal, chalk and oil pastels, crayons, color markers, watercolor, acrylic, tempera, drawing paper, construction paper, cardboard, foamcore board, mat board, white glue, yarn, fabric, clay; processes such as drawing, painting, basic printing techniques, sculpture, collage, assemblage).
- Choice of media and processes is to be relevant to the theme, ideas and cultures represented in a task.
  (For example: If working on a theme of relationship to others through a mask study, it is not appropriate
  to ask students to "copy" an African mask, rather to think of how we "mask" our personalities and
  feelings and design a personal mask for a specific situation related to the students' own real-life situations.)
- Media and processes are to be age appropriate. They should be "forgiving" and tolerant of handling by
  young and/or inexperienced students. Media choices should be of good quality. All major manufacturers
  of art media have a range of quality which conform to the high health and safety standards of most
  schools.